Chronomancer

Existence is measured in age. How many years has a mortal lived? What was the construction date of the walled city of Ambrosia? When were the deities formed? Time begins at birth, at creation. But, inevitably, time for all things comes to an end.

Except, of course, for time itself.

Bearer of the clock of eternity, rimmed by signs of the Zodiac, the chronomancer counts every tick of the second hand, preventing interference with that essential ever flowing forward momentum.

Relevence of Time

Chronomancers gain their magical potency directly from time itself - harnessing the energies of flowing time, and manipulating them to suit their gain.

It is a most dangerous tradition, as the practice of slowing, reversing, or diverting the flow of time can accidently tear novices to pieces, spreading them thinly across millennia, or sometimes even drop them wholesale into a new or old era, with no way of returning home.

Masters, however, walk the generations as planeswalkers walk the cosmos. Experienced chronomancers can reliably and literally end most conflicts before they even begin.

Chronomancers typically learn to control their powers through an eternity of studies, usually under the guidance of an older mentor. However there is no greater test than altering reality. Many aspiring chronomancers test their newly honed powers by changing the outcome of a significant event by travelling through different timelines to craft the most favored result.

Creating a Chronomancer

As you build your chronomancer, think about when and why your character pursued the ebb and flow of time. Did the thought of changing a significant event in the past plague you as a young adult and it was not until you matured that you realised bending time was the best way to correct the wrong-doing you had done? Maybe you were cursed with these powers by a demon, forced to endure visions of a million possible ways for your closest friend to die every night, only relieiving you of the curse if you craft the best possible outcome.

Consider how your character perceives their abilities. Do you view them as a punishment for a wrong-doing from a long time ago? Or maybe view them as gift from your deity to protect and assist those around you.

The Chronomancer

Level	Proficiency Bonus	Features	Cantrips Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Ageless Linguistics	2	2	—	—	—	—	—	—	—	—
2nd	+2	Wheel of Time, Timeless Body	2	3	—	—	—	—	—	—	—	—
3rd	+2	Lifelong Journey	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—	—	—	—
5th	+3	Pocket of Eternity	3	4	3	2	—	—	—	—	—	—
6th	+3	Lifelong Journey feature, Ageless Linguistics feature	3	4	3	3	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	4	3	3	2	—	—	—	—	—
9th	+4	Timeless Body feature, Wheel of Time feature	3	4	3	3	3	1	—	—	—	—
10th	+4	Rewind, Ageless Linguistics feature	4	4	3	3	3	2	—	—	—	—
11th	+4	Lifelong Journey feature	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—
13th	+5	Time Anomaly	4	4	3	3	3	2	1	1	—	—
14th	+5	—	4	4	3	3	3	2	1	1	—	—
15th	+5	Hypersonic Speed	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—
17th	+6	Lifelong Journey feature, Lord of Time	4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body feature, Wheel of Time feature	4	4	3	3	3	2	2	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2	2	2	1	1
20th	+6	Undo Timeline	4	4	3	3	3	3	2	2	1	1

Quick Build

You can make a chronomancer quickly by following these suggestions. Firstly, Wisdom should be your highest ability score, followed by Constitution & Intelligence. Secondly, choose the Sage background. Thirdly, take the cantrips Prestidigitation and Bolt of Time, along with the following 1st level spells: Magic Missile and Feather Fall.

Class Features

As a chronomancer, you gain the following features.

Hit Points

Hit Dice: 1d8 per chronomancer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per chronomancer level after the 1st

Proficiencies

Armor: Light armor, shields
Weapons: Daggers, quarterstaves, shortswords
Tools: Gaming set

Saving Throws: Wisdom, Intelligence
Skills: Choose two skills from Arcana, History, Insight, Investigation, Perception, Persuasion, and Religion.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* two shortswords or *(b)* a shortsword and shield
- A quarterstaff and light armor
- Your choice of gaming set
- An ancient tome and a explorer's pack

Spellcasting

As a conduit of the ebb and flow of time, you can cast chronomancer spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting and you can see the specific chronomancer spell lists at the end of this document.

Cantrips

At 1st level, you know two cantrips of your choice from the chronomancer spell list. You learn additional chronomancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the chronomancer table.

Preparing and Casting Spells

The chronomancer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of chronomancer spells that are available for you to cast, choosing from the chronomancer spell list. When you do so, choose a number of spells equal to your Wisdom modifier + your chronomancer level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are 3rd-level, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

Spellcasting Ability

Wisdom is your spellcasting ability for chronomancer spells, since the power of your magic relies of your eternal studies of time. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a chronomancer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

You are attuned with your gaming set and use it as a spellcasting focus for your chronomancer spells.

Ageless Linguistics

At 1st level, you can learn some of the oldest languages in the realm. You gain proficiency in 2 exotic languages. At 6th level you gain proficiency in 2 more exotic languages. And then at 10th level you gain proficiency in another 2 more exotic languages.

Wheel of Time

At 2nd level your studies allow you to spin the wheel of time to alter the fate of yourself, an ally or an enemy. Your access to this bend in time is represented by fate dice. You have fate dice equal to your proficiency bonus + half of your chronomancer level (rounding down). For example a 2nd level chronomancer has 3 fate dice, whereas a 9th level chronomancer has 8 fate dice.

You can expend fate dice for a variety of uses. You know how to bend time to do the following: Accelerate, Decelerate and Surge.

When you expend fate dice, it is unavailable until you finish a long rest at which point you regain all expended fate dice by rewinding the wheel of time.

Some of your Wheel of Time features may require your target to make a saving throw to resist the features effects. The saving throw is your spell save DC which you can calculate in the Spellcasting Ability section previously.

Accelerate

As a bonus action you can expend a fate dice to hasten a targets actions and do multiple actions on the targets next turn. You roll 1d4 and the target gains additional actions equal to the result. You cannot use any of these extra actions for Accelerate or Surge. You can use this once per long rest. At 9th level you can use this twice per long rest, and at 18th level you can use Accelerate 3 times per long rest.

Decelerate

As a reaction to being damaged by an enemy you can delay the wounds inflicted by expending a fate dice. You roll 1d4 and do not take the damage that would of been inflicted for that amount of rounds. The creature damaging you can make a Wisdom saving throw to ignore the effect and break the bend in time.

For example, you roll a 3 and do not take the damage until 3 rounds has passed. This includes the round where you used Decelerate.

Surge

As an action you can expend a fate dice to take an additional action in the next round. You cannot use this additional action to cast any spell of 4th-level or higher. The action gained by surge cannot be used for Surge again.

Timeless Body

At 2nd level, your intense studies with time and your ability to control and alter it makes you keep your youthful looks. You still can die of old age, however. At 9th level, your body is immune to the frailty of old age, and cannot be aged magically. At 18th level, you no longer need food or water.

Lifelong Journey

When you reach 3rd level, you become attuned with a certain timeline of events. These timelines are: 3351 B.C., 253 A.D., 1877 A.D., all of which are detailled at the end of the class description, before the chronomancer spell lists. Your Lifelong Journey grants you features at 3rd level and again at 6th, 11th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

Pocket of Eternity

At 5th level, in your resourcefulness you have created an eternal pocket of time that you can rely upon when in need. On your turn, you can use a bonus action to regain hit points equal to 1d8 + chronomancer level + proficiency bonus.

Once you use this feature, you must finish a short or long rest before you can use it again.

Rewind

At 10th level, if you have one fate die remaining, you can as an action expend and roll that fate die. You gain a number of fate dice equal to 1d4+2. This feature recharges at the end of a long rest.

Time Anomaly

At 13th level, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. After you use this ability 3 times, you must finish a long rest before using it again.

Hypersonic Speed

Upon reaching 15th level, your awareness to danger reaches a hypersonic clarity. You add +5 to your initiative rolls.

Time Lord

Once the chronomancer reaches 17th level you are considered to be a Time Lord. This allows the chronomancer to predict a favorable outcome from a battle. The chronomancer can now roll a 19 or 20 to critically hit on attacks and you add +1 to your spell save DC.

Undo Timeline

Upon reaching 20th level, you gain the ability to undo a specific timeline, taking all actions of up to 8 targets back in time (up to 3 hours prior). All experience and items gained within that time are lost. All spell slots that were used within the time frame become unused. You can only use this feature once every 7 long rests (a week).

For example, if everyone was about to die to a Tarrasque the chronomancer can revert back in time to an hour before they encountered the Tarrasque to inform the party of everyones unfortunate ends.

Lifelong Journey

There are three significant years in the scroll of eternal timelines that chronomancers tend to timetravel to more often than not. Chronomancers usually take a liking to a certain age bringing with them characteristics and unique feats or powers from that age.

3351 B.C.

You travelled back to a time where magic and miracles were rich throughout the land. Upon spending countless years in this timeline you are more attuned to magic than ever before.

Epoch Continuum

Starting when you choose this journey at 3rd level, your Bolt of Time cantrip is altered to be Epoch Bolt. When Bolt of Time is altered to be Epoch Bolt it gains these effects:

- When dealing damage with this spell, in the place of d8's use 1d4 + 1d4 for damage rolls. For example: Casting Epoch Bolt at 5th level and hitting will deal 4d4 force damage.
- The creature hit cannot take reactions until your next turn if they fail a Wisdom saving throw.
- You gain an advantage on spell attack rolls with Epoch Bolt.

Ancient Research

At 6th level. you gain +2 to your Wisdom stat. This cannot make the stat total go over 20. You apply your proficiency bonus to the damage of your spells.

Fate Renewed
Beginning at 11th level, you can expend a fate dice as a bonus action to heal a creature. It gains hitpoints equal to 1d6+1 times your chronomancer level. You must finish a long rest before you can use this feature again.

Timeless Visage
Once 17th level is obtained, you gain the ability to create a timeless visage of yourself acting like a clone. This timeless visage cannot expend fate dice. However it can attack and cast cantrips at your telepathic command.

When you create a timeless visage you must roll its initiative. The timeless visage is controlled by you and does not require your concentration. If you do not give the visage commands it will not move or react. The visage uses all your statistics, it does not gain your feats and has hitpoints equal to one half of your total hitpoints. You must finish a long rest before you can use this feature again.

253 A.D.

You travelled have to a land where martial experience is what makes a warrior. By spending an extended time here, you have become highly skilled in close quarters combat.

Horological Warrior
Starting when you choose this journey at 3rd level, you become incredibly skilled in all martial weapons, gaining proficiency in them. You add 1d4 extra psychic damage on your weapon attacks.

Split Second Reaction
At 6th level, your incredible martial skills expand due to the fact you can forsee incoming attacks. When you get hit by an enemy you can make a reaction to attack them with your weapon.

Mind Over Matter
Beginning at 11th level, you can use your Wisdom in the place Strength or Dexterity for melee weapon attacks and gain advantage in hit rolls.

Rift in Time
Once 17th level is obtained, when you hit with a melee attack, you can choose to get the target to make a Wisdom saving roll equal to your spell save DC. The target is stunned for 1 round and takes 10d10 force damage after the stun effect finishes, taking half damage on a failed save. After using Rift in Time, you must complete a long rest before you can use it again.

1877 A.D.

In the future, you discover that combat is now fought with firearms. You decide to stay a while and master these dangerous new weapons.

Age Old Guncraft
Starting when you choose this journey at 3rd level, you are proficient in firearms. You can also teach towns blacksmiths to create firearms and ammunition.

Timelost Rounds
At 6th level, your increased practice of a futuristic firearms has granted you the ability to reroll any 1s on a firearms damage dice. You must take the next roll even if it is another 1. You create a time rift inside your firearm so that it does not require ammunition.

Trigger the Mind
Beginning at 11th level, you can use your Wisdom in the place Strength or Dexterity for firearm weapon attacks and gain +2 to their damage.

Rapid Fire
Once 17th level is obtained, you may choose to unleash a whole clip into a creature for your action, attacking up to 12 times in one action. You must take a long rest before you
can use this feat again.

Spell List

All spells in *italic*s are NOT in the Player's Handbook or the Elemental Evil Player's Companion. These spells information will be after the Spell List.

Cantrips (0 Level)
Blade Ward
Bolt of Time / Epoch Bolt
Dancing Lights
Friends
Halt
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Resistance
Shillelagh
Spare the Dying
Thorn Whip
True Strike
Vicious Mockery

1st Level
Absorb Elements
Bane
Charm Person
Chromatic Orb
Command
Expeditious Retreat
Feather Fall
False Life
Guiding Bolt
Heroism
Hush
Inflict Wounds
Jump
Longstrider
Magic Missile
Revert Time
Sanctuary
Shield
Silent Image
Spell Blade
Tenser's Floating Disk

2nd Level
Alter Self
Arcane Lock
Augury
Blur
Cloud of Daggers
Continual Flame
Crown of Madness
Detect Thoughts
Find Traps
Hold Person
Invisibility
Mirror Image
Misty Step
Pass Without Trace
Ray of Enfeeblement
Reflexive Shot
Shatter
Sphere of Time
Zone of Truth

3rd Level
Aura of Vitality
Blade Ward
Blink
Bonesword
Counterspell
Dispel Magic
Fly
Haste
Major Image
Melf's Minute Meteors
Slow
Time Bomb
Tongues
Water Walk
Wind Wall

4th Level
Arcane Eye
Bane Shot
Banishment
Blight
Death Ward
Dimension Door
Elemental Bane
Fabricate
Hallucinatory Terrain
Phantasmal Killer

5th Level
Antilife Shell
Destructive Wave
Dominate Person
Geas
Hold Monster
Modify Memory
Reincarnate
Riddle
Scrying
Wall of Force

6th Level
Arcane Gate
Circle of Death
Contingency
Enervation
Eyebite
Globe of Invulnerability
Magic Jar
True Seeing
Woeful Stab

7th Level
Delayed Blast Time Bomb
Finger of Death
Forcecage
Mordenkainen's Sword
Prismatic Spray
Regenerate
Resurrection
Teleport

8th Level
Abi-Dalzim's Horrid Wilting
Feeblemind
Glibness
Mind Blank
Rip through Time

9th Level
Power Word: Kill
Quantum Shift
Time Stop
True Resurrection

Spell Descriptions

The spells below are the ones from the Spell List that are not in the Player's Handbook or Elemental Evil Player's Companion. These spells are presented in alphabetical order.

Bane Shot

4th-level evocation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 round

You touch a ranged weapon that uses ammunition, infusing it with the power of time. For the duration, when you attack with the weapon and hit, the target must make a Constitution saving throw. It takes an extra 5d6 piercing damage on a failed save, or half as much on a successful one.

Bolt of Time (Epoch Bolt)

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A beam of energy with a blueish purpleish hue streaks towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 (2d4) force damage.

All damage in brackets are when the spell is altered to be Epoch Bolt.

The spell's damage increases by 1d8 when you level up making it 2d8 (4d4) at 5th level, 3d8 (6d4) at 11th level, and 4d8 (8d4) at 17th level.

Bonesword

3rd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (one bone, which the spell consumes)
Duration: Concentration, up to 10 minutes

A bone, held in your free hand, becomes a shortsword, longsword or greatsword. It lasts for the duration and then crumbles to dust. Anyone may use the bonesword, and it is a magic weapon. While weilding the bonesword, you are proficient with it. It deals an extra 2d6 damage against living creatures. The extra damage is of the same type as the weapon's base damage (piercing or slashing) or necrotic damage.

Delayed Blast Time Bomb

7th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small cogwheel)
Duration: Concentration, up to 1 minute

A beam of white light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an vortex that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes force damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6. If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to create a blackhole. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The explosion damages objects in the area and moves light to moderately weighted objects that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Enervation

5th-level necromancy

Casting Time: 1 action
Range: 25 feet
Components: V, S
Duration: Instantaneous

You point at a target and they immediately feel their life force slipping away. If it fails a Constitution save, it loses hit points equal to the maximum number of its hit dice multiplied by 1d4, if it succeeds, divide the end result in half. If the target's hit points is reduced to 0 from this spell, the target dies. These hit points can only be restored at the end of a long rest or by the effect of a Greater Restoration spell.

Halt
Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You cease time in an area and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Wisdom saving throw or be frozen in time for 1 minute.
- You create a small area that is capable of stopping projectiles, flowing liquids and aging.
- Preserve a marking or text from decaying or being destroyed.

Hush
1st-level illusion

Casting Time: 1 action
Range: Touch
Components: S
Duration: Concentration, up to 10 minutes

Your footsteps and armor make no noise, giving you advantage on stealth checks to avoid detection while moving.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher the number of creatures you can target increases by 1 for each spell slot above the first.

Quantum Shift
9th-level evocation

Casting Time: 1 action
Range: 1 mile
Components: V, S
Duration: Instantaneous

You force open the strongest rip in time creating an aging vortex for any enemy inside its area. All enemies within a 100-foot-radius sphere centered on a specific target must make a Wisdom saving throw. The sphere spreads around corners. A creature takes 25d6 force damage and 25d6 necrotic damage on a failed save, or half as much on a successful one. After the damage has been dealt, every enemy that took damage from this spell must make another Wisdom saving throw. On a failed save, the creature's Wisdom and Charisma scores become 1. The creature can't cast spells or activate magic. The creature does not understand where it is or what happened and is now a purely neutral alignment.

This spell damages objects in the area and any loose light items get sucked away into a timeless void.

Reflexive Shot
2nd-level transmutation

Casting Time: 1 reaction, taken when any creature within 30 feet of you moves, and would provoke an attack of opportunity were you adjacent to them.
Range: Self (30 feet)
Components: V
Duration: Instantaneous

You react to anothers movements, preparing a deadly shot. Make a single attack, with a ranged weapon you are holding, against the creature which provoked an attack of opportunity. That creature takes an additional 3d6 damage of your weapons damage type.

Revert Time
1st-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch has its wounds revert back in time. That creature gains hitpoints equal to 1d8 + your spellcasting ability modifier. This spell as no effect on creatures that cannot bleed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each spell slot level above the first.

Riddle
1st-level evocation

Casting Time: 1 action
Range: Self (40-foot radius)
Components: V
Duration: Concentration, up to 1 minute

You call upon an extraplanar entity, an alien intellect or devious fiend, becoming a conduit for its power as you speak out a complex riddle. Creatures that cannot hear you or do not have a spoken language are unaffected; however a creature understands the riddle even if it cannot understand your language, so long as it has at least one spoken language. Until a creature answers the riddle correctly by succeeding on an Intelligence save, it is subject to the crushing otherworldly presence of the being whose power you have called upon. On a successful save, a creature takes 2d6 psychic damage from the brush of the vast otherworldly intellect.

On a failed save, the creature becomes stunned for the duration. At the start of each of the creature's turns before the spell ends, the creature takes 4d10 psychic damage, and can make another saving throw. On a successful save, the spell ends.

Rip Through Time
8th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

Portals to other timelines rip open in a 60-foot radius centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 9d8 psychic damage and is immobilized for 1 minute. On a successful save, it takes half as much damage and isn't immobilized by this spell. Adventurers and explorers havea disadvantage on this saving throw. A creature immobilized by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer immobilized. This spell also sucks away any darkness in its area that was created by a spell.

Spell Blade
1st-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You conjure a blade of force in your free hand. The blade is similar in size and shape to a shortsword, and lasts for the duration. If you let go of the blade, it disappears, but you can conjure the blade again as a bonus action.

You are proficient with the blade and can make melee weapon attacks with it. It is a magic weapon with the light and finesse properties, and it deals 1d6 slashing damage on a hit.

As a bonus action, you may cast a spell with a range of touch into the blade. The spell is held until it is released or the blade disappears, and only one spell can be held. If you hit a creature with the blade, the held spell is released: in addition to the normal damage, the target is affected as though you had cast the held spell on it.

Sphere of Time
2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small cogwheel and a hand of a watch)
Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of clockwork appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5-feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 force damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5-feet tall and jump it across pits up to 10-feet wide. The sphere sucks in loose small objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Time Bomb
3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small cogwheel)
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of arcane. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 force damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners. It sucks in loose objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level of higher, the damage increases by 1d6 for each slot level above 3rd.

Woeful Stab
6th-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a single tear)
Duration: Instantaneous

A dagger in the back might hurt for some time, but the pain of a woeful dagger never ends. You conjure a woeful dagger in your free hand, which lasts for the duration.

You are proficient with the woeful dagger and you may use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using it. It deals 2d4 piercing damage and is a magic weapon.

Once during the spell's duration, when you hit a creature with the woeful dagger, you can make a woeful stab. The creature you hit must make a Charisma saving throw. On a failure, you deal an extra 10d10 psychic damage and the target has disadvantage on saving throws for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns. On a success, the effect ends.

Credits

Images in Order

‘Chronomancer’ by Unknown (owned by ArenaNet)
‘Time Warp’ by Unknown
‘Clockwork Aeternus’ by Nitrox
‘Eye Clock’ by sad-empty
‘Chronos’ by JasonTN
‘Pocket Watch’ by kishorsonar-art
‘Wallpaper of Time’ by Wonderful Engineering

Inspiration

Pattycakeee‘s Shaman homebrew class.
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